COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Scholar (Strategist)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	14	3

HEALTH MAXIMUM	CURRENT	DEFLECT
11		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	15	2

FOCUS MAXIMUM	CURRENT
4	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

INVESTITURE MAXIMUM	CURRENT

3	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
5	LIGHT WEAPONRY (SPD)	●●○○○
3	STEALTH (SPD)	○○○○○
3	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

3	CRAFTING (INT)	○○○○○
6*	DEDUCTION (INT)	●●●○○
2	DISCIPLINE (WIL)	○○○○○
2	INTIMIDATION (WIL)	○○○○○
5*	LORE (INT)	●●○○○
3	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

1	DECEPTION (PRE)	○○○○○
2	INSIGHT (AWA)	○○○○○
1	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
1	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d6	10 ft.

CONDITIONS & INJURIES

WEAPONS

Staff - Melee, Two-Handed
+5 vs. Physical (1d6 + 5 impact damage)
- *Defensive: Brace without cover*
- *Discreet: Gain an advantage to conceal*

EXPERTISES

[Cultural] Alethi: You speak the language, know basic facts, and can make tests to recall obscure information about this culture.

[Cultural] Wayfarer: You can read international maps, know basic phrases and cultural details for every culture, and can find trustworthy currency exchange hubs in major cities.

TALENTS

ERUDITION
Choose one cultural or utility expertise and two different cognitive skills that aren't surge skills (marked with *). You count as having the chosen expertise, and an additional rank in the chosen skills. After a long rest with access to a library, you can reassign these expertise and skill ranks.

STRATEGIZE
After you successfully Gain Advantage using an Erudition skill (marked with *), you can choose an ally you can influence to gain the advantage instead of you. When you do, you can spend 2 focus to prevent the Gain Advantage target from using reactions against the chosen ally until the end of your next turn.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Scholar (Strategist)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	14	3

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
3	15	2

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	13	1

CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Academic Uniform - *Presentable: This armor doesn't impose a disadvantage on tests in non-military conversation scenes.*

Staff

Academic Kit
- Backpack
- Ink Pen
- Bottle of ink
- Sheet of paper ×10
- Empty vial ×3
- Block of wax
- Reference book on Animal Behavior in Highstorms: *When you have time to reference this book, you count as having its utility expertise.*
- Poison (weak, 1 dose): ► *to apply to food, liquid, container, weapon, ammunition. Target must succeed on a DC 12 Athletics test or take 1d6 vital damage.*

MARKS 14

PURPOSE

OBSTACLE

GOALS

- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Utility] Battle Tactics, Literature, Meteorology*: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.
[Weapon] Shortbow, Staff: You can benefit from this weapon's expert traits (included).

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Lore and 1 rank in Insight (increasing the modifiers by 1)
- The Mind and Body talent, choosing Light Weaponry as your third Erudition skill and Mace for the weapon expertise

NOTES

Adorned in glyph-covered robes, **stormwardens** are often employed by governments across Roshar. Their skill in predicting highstorms is an enigmatic and complex art appreciated by all but the strictest Vorins. Adding to their allure, stormwardens conduct their work in a secretive glyph-based script decipherable only by fellow stormwardens. Unfortunately, some charlatans sell haphazardly calculated charts in city squares, making a mockery of the remarkable discoveries in mathematics, ecology, and geography used by formally trained stormwardens.

CONNECTIONS